Microsoft

Installing and Starting Microsoft Baseball 2000

1. With your computer on, place the Baseball 2000 CD into the CD-ROM drive. The CD will start automatically and display the installation screen.
2. If you have not previously installed Baseball 2000, select one of the installation options and follow the online setup instructions. If you installed DirectX during setup, you will need to restart your computer to complete setup.
3. To play Baseball 2000, click the Play Baseball 2000 button when setup is complete or, on the Windows taskbar, click Start, point to Programs, point to Microsoft Games, point to Baseball 2000, and then click Baseball 2000.

LOOK INSIDE!

For more information on Microsoft® Baseball 2000, visit www.microsoft.com/sports/baseball2000

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0299 Part No. X03-96428

Microsoft® Baseball 2000

Designed for Microsoft® Windows®98

EVERYONE
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CONTENT RATED BY ESRB

Microsoft

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Part No. X03-96428

Welcome to Microsoft Baseball 2000!

Use this quick-reference booklet to get started with the game.

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Types of Games

The following options are available on the Home Plate screen.

Single Game — Get into the game quickly by selecting Single Game. Choose any two teams and a stadium, select your controllers, check your lineups, and then click Play Game.

Play Tonight's Game — Play any matchup on tonight's Major League Baseball schedule. Highlights at 11:00!

New Season — Control a team through an entire season. Play and simulate games, check standings and statistics, and battle it out for a playoff spot.

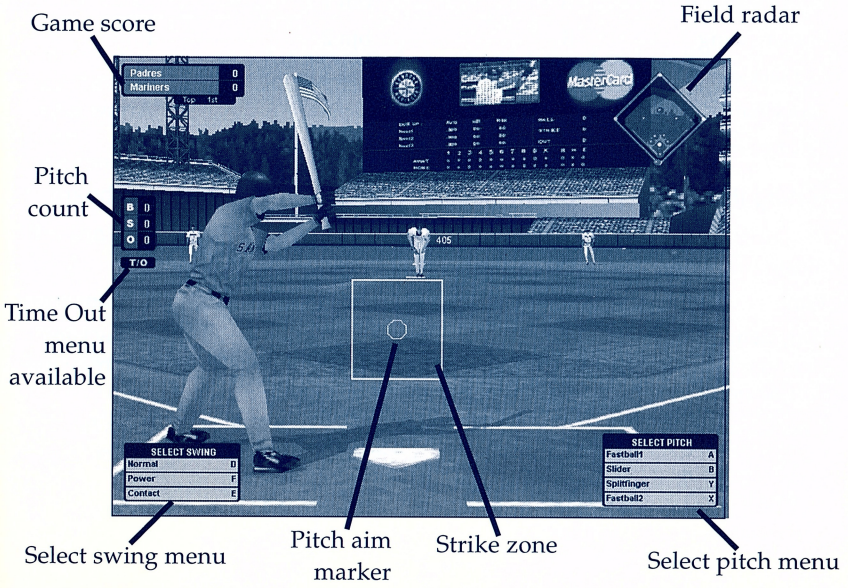
New Playoffs — Set up an eight-team playoff tournament and try to take your team to the World Series®.

Home Run Derby™ — Select up to eight hitters for a battle of the long ball in any park you choose.

Load — Access your saved games, seasons, and playoffs.

A Quick Look at the Game

Here's what you'll see while playing a game:



BATTING

Preparing to Hit	SideWinder game pad	4-button game pad	Keyboard
Normal swing	A	btn 1	D
Power swing	B	btn 2	F
Contact swing	Y	btn 3	E
Move batter in box	d-pad	d-pad	Arrow keys
Practice swing	A	btn 1	D

Hitting the Ball	SideWinder game pad	4-button game pad	Keyboard
Swing the bat	A	btn 1	D
Bunt	Y + aim d-pad	btn 3 + aim d-pad	E + aim arrow
Aim swing (intermed./advanced batting only)	d-pad before swing	d-pad before swing	arrow keys before swing
Check swing	press & release A	press & release btn 1	press & release D

RUNNING THE BASES

During Pitch Sequence	SideWinder game pad	4-button game pad	Keyboard
Increase lead: single runner / all	X + aim d-pad / X	btn 4 + aim d-pad / btn 4	S + aim arrow / S
Steal: single runner / all	X + aim d-pad (dbl tap) / X (dbl tap)	btn 4 + aim d-pad (dbl tap) / btn 4 (dbl tap)	S + aim arrow (dbl tap) / S (dbl tap)
Return: single runner / all	B + aim d-pad (dbl tap) / B (dbl tap)	btn 2 + aim d-pad (dbl tap) / btn 2 (dbl tap)	F + aim arrow (dbl tap) / F (dbl tap)

After the Pitch	SideWinder game pad	4-button game pad	Keyboard
Speed burst	tap A	tap btn 1	tap D
Advance: single runner / all	X + aim d-pad / X	btn 4 + aim d-pad / btn 4	S + aim arrow / S
Return to base: single runner / all	B + aim d-pad / B	btn 2 + aim d-pad / btn 2	F + aim arrow / F
Slide on advance: single runner / all	X + aim d-pad (dbl tap) / X (dbl tap)	btn 4 + aim d-pad (dbl tap) / btn 4 (dbl tap)	S + aim arrow (dbl tap) / S (dbl tap)
Slide returning to base: single runner / all	B + aim d-pad (dbl tap) / B (dbl tap)	btn 2 + aim d-pad (dbl tap) / btn 2 (dbl tap)	F + aim arrow (dbl tap) / F (dbl tap)

PITCHING

Choosing a Pitch	SideWinder game pad	4-button game pad	Keyboard
Pitch option 1	A	btn 1	D
Pitch option 2	B	btn 2	F
Pitch option 3	Y	btn 3	E
Pitch option 4	X	btn 4	S
Pick-off attempt*	aim d-pad + X	aim d-pad + btn 4	aim arrow + S
Look to 3rd/1st	L trigger/R trigger	L trigger/R trigger	< / >

After Pitch Selection	SideWinder game pad	4-button game pad	Keyboard
Aim Pitch	d-pad	d-pad	arrow keys
Pitch Energy Boost	Hold A during windup. Release before pitcher releases ball.	Hold btn 1 during windup. Release before pitcher releases ball.	Hold D during windup. Release before pitcher releases ball.

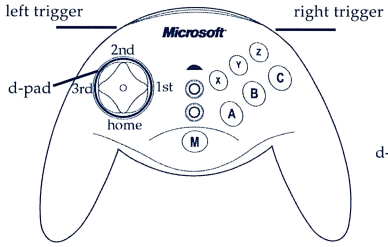
* With one-button throw option: double tap the base button to throw pickoff. Button 2 = 1st base, button 3 = 2nd base, button 4 = 3rd base. To pick off at home, aim d-pad down + btn 4.

FIELDING

Before Catching the Ball	SideWinder game pad	4-button game pad	Keyboard
Move fielder	d-pad	d-pad	Arrow keys
Dive for a ball	X	btn 4	S
Jump for ball	B	btn 2	F
Speed burst	Tap A	Tap btn 1	Tap D
Switch to player nearest ball	Y	btn 3	E

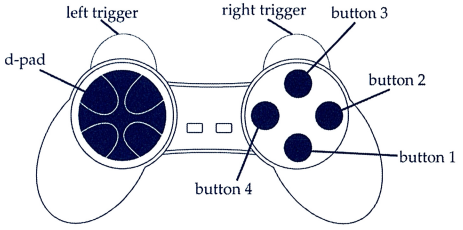
After Catching the Ball	SideWinder game pad	4-button game pad	Keyboard
Throw to a base*	aim d-pad + A	aim d-pad + btn 1	aim arrow + D
Return ball to pitcher after play	Wait for auto-throw, or throw to base where ball is	Wait for auto-throw, or throw to base where ball is	Wait for auto-throw, or throw to base where ball is

* With one-button throw option, press button 1 to throw home, button 2 = 1st base, button 3 = 2nd base, button 4 = 3rd base.



Microsoft® SideWinder® Game Pad

Gravis GamePad Pro/4-button game pad

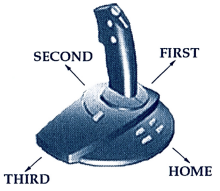


Controller Tips

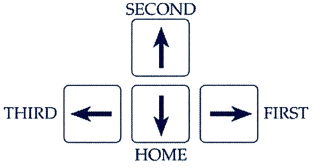
- Button locations on your game pad may be different than in the diagrams above. Check your controller's documentation.
- You can choose from two throwing options on the Profiles Options screen. With directional throw, point to a base with your directional control and press button 1. With one-button throw, press button 1 to throw home, button 2 = 1st base, button 3 = 2nd base, button 4 = 3rd base.
- On combination commands, such as "btn 2 + aim d-pad," hold down the first command (btn 2) while inputting the second command (aim d-pad).
- The term "dbl tap" in a combination command, such as "btn 2 + aim d-pad (dbl tap)," refers to the second part of the command. In this example, tap the d-pad twice while holding btn 2.
- On a speed burst, tap the button several times to sustain the burst.
- Joystick users should refer to the commands for 4-button game pads.

Directional Controls

Game Pad



Joystick



Keyboard

Point to a base with your directional control on throwing and baserunning commands (see pages 6-9).

Keyboard options

All options are available when keyboard is the selected controller. For all options, the pitcher's "Look to 3rd/1st base" command uses the </> keys.

Default	Option 2	Option 3
D	Z	K
F	X	L
E	C	I
S	V	J

Quick Keys and Shortcuts

ACTION	KEY
Time Out*	ESC or btn 1 + btn 4 (T/O icon showing)
Quick skip to next batter	L trigger or SPACEBAR
Quit game	Alt + F4
Start replay	Ctrl + R
End replay	ESC (during replay)
Change replay view	btn 2 or F key (during replay)
Help	F1
Show batter player card	F11 (T/O icon showing)
Show pitcher player card	F12 (T/O icon showing)
Restart game	CTRL+F2
Reset play (new batter)	CTRL+F3
Toggle through levels of player detail	CTRL+P

*You must call time out while the T/O icon is displayed in order for all time out options to be available.

About 3D Acceleration

Baseball 2000 will look and play better if your computer has a video card with 3D acceleration capabilities, but you need to tell the game to use it. To enable your 3D hardware, click Options on any pregame screen and then click the Graphics tab. Select 3D Hardware under Video Card. If you don't have 3D hardware, select Software, which uses your computer's available resources to run the game.

The first time you play the game, it will profile your system to test your graphics settings. You can change graphics settings in the Graphics Options where you enabled 3D hardware.

If you encounter problems when your 3D hardware is enabled, you may need to get an updated video card driver. For information on updating drivers, see the Video Card and Driver section in the online Player's Guide, or check the Readme.txt file in your installation directory.

Getting Help

Pregame screens

- **Press F1** to get an overview of the current screen with links to topics related to that screen.
- **Click Help**. On the Help menu, click Quick Help to access topics related to the current screen (same as F1), or click Player's Guide to search or browse all help topics.

During a Game

- **Press F1** to get help with gameplay issues such as Pitching, Hitting, Fielding, and Baserunning.

Online Registration

There are two ways to access the Microsoft Baseball 2000 online registration form.

- During installation, click the option to register online.
- After installing the game, click Online Registration on the Windows Start menu where Baseball 2000 is installed.

Both methods will launch your Internet browser software to the Baseball 2000 online registration Web site.

Microsoft Product Support Services

Support Online: To easily diagnose and answer technical questions yourself, visit http://support.microsoft.com/support. Or you can browse support information about your product conveniently consolidated at http://support.microsoft.com/support/games.

Standard No-Charge Support: Monday-Friday, excluding holidays, Microsoft offers unlimited no-charge support for this product. In the U.S., call (425) 637-9308, 6:00 A.M. to 6:00 P.M. Pacific time. In Canada, call (905) 568-3503, 8:00 A.M. to 8:00 P.M. eastern time. Toll-charges may apply.

Pay-Per-Incident Support: In the U.S., for $15US per incident, call (800) 936-5600, 24 hours a day, seven days a week. In Canada, for $15CDN plus tax per incident, call (800) 668-7975, 8:00 A.M. to 8:00 P.M. eastern time, Monday-Friday, excluding holidays. Fees are billed to your VISA, MasterCard, or American Express card.

Text Telephone: Available Monday-Friday, excluding holidays. In the U.S., (425) 635-4948, 6:00 A.M. - 6:00 P.M. Pacific time. In Canada, (905) 568-9641, 8:00 A.M. - 8:00 P.M. eastern time.

Additional Support Information: See the Product Support topic in Help for more information or support outside the U.S. or Canada.

Support services and prices listed here are available in the United States and Canada only and are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.